

SPECIAL DOUBLES
After Overcall: **Penalty** ☐
Negative ☐ thru 3♠
Responsive ☐ : thru 3♠ Maximal ☐
Support: Dbl. ☐ thru 2♠ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL
1 level 7 to 18 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐

JUMP OVERCALL
Strong ☐ Intermediate ☐ Weak ☐

OPENING PREEMPTS
Sound Light Very Light
3/4-bids ☐ ☐ ☐
Conv./Resp. 2NT = Ogust

DIRECT CUEBID
OVER: Minor Major
Natural ☐ ☐
Strong T/O ☐ ☐
Michaels ☐ ☐

SLAM CONVENTIONS Gerber ☐: 4NT: Blackwood ☐ RKC ☐ 1430 ☐
vs Interference: DOPI ☐ DEPO ☐ Level: 5 of trump suit+ ROPI ☐

LEADS (circle card led, if not in bold)
versus Suits versus Notrump
x x x x (x) x **x x** x (x) x x
x x (x) x x x x (x) **x x** x x x (x) x (x) x
(A) K x **T** 9 x A **K** J x A **Q** J x
K Q x K **J** T x A **J** T 9 A **T** 9 x
Q J x K **T** 9 x **K** Q J x K **Q** T 9
J T 9 Q **T** 9 x **Q** J T x Q **T** 9 x
K Q T 9 J **T** 9 x **T** 9 x x

LENGTH LEADS:
4th Best vs SUITS ☐ vs NT ☐
3rd/5th Best vs SUITS ☐ vs NT ☐
Attitude vs NT ☐

Primary signal to partner's leads
Attitude ☐ Count ☐ Suit preference ☐

SUITOR OVERCALLS
Direct: 15 to 18 Systems on ☐
Conv. ☐
Balancing: 10 to 16
Jump to 2NT: Minors ☐ 2Lowest ☐
Conv. ☐

DEFENSE VS NOTRUMP
vs: Weak/Hamilt Strong/DONT
2♣ Long suit 5-4+ ♣ + higher
2♦ majors 5-4+ ♦ + higher
2♥ ♥ + minor 5-4+ ♥ ♠
2♠ ♠ + minor 5+ ♠ (weak)
Dbl: penalty Single Suit
Other 2NT = minors

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1 level ☐ 2 level ☐
Jump Shift: Forcing ☐ Inv. ☐ Weak ☐
Redouble implies no fit ☐
2NT Over Limit+ Limit Weak
Majors ☐ ☐ ☐
Minors ☐ ☐ ☐
Other

VS Opening Preempts Double Is
Takeout ☐ thru 4♠ **Penalty** ☐
Conv. Takeout: ☐
Lebensohl 2NT Response ☐
Other: ☐

DEFENSIVE CARDING
vs SUITS vs NT
Standard: ☐ ☐
Except ☐
Upside-Down: ☐ ☐
count ☐ ☐
attitude ☐ ☐
FIRST DISCARD
Lavinthal ☐ ☐
Odd/Even ☐ ☐
OTHER CARDING
Smith Echo ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

NAMES Bill Campbell (K987538) Carlyn Gauen
GENERAL APPROACH
2/1 Reverse Bergen Raises
Two Over One: Game Forcing ☐ Game Forcing Except When Suit Rebid ☐
VERY LIGHT: Openings ☐ 3rd Hand ☐ Overcalls ☐ Preempts ☐
FORCING OPENING: 1♣ ☐ 2♣ ☐ Natural 2 Bids ☐ Other ☐

NOTRUMP OPENING BIDS
1NT
15 to 17
to
5-card Major common ☐
System on over X, 2♣
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ **Forcing Stayman** ☐
2♥ Transfer to ♠ ☐
2♠ Range Ask/Xrer
2NT transfer to ♦ ☐
3♣ Low Info Puppet
3♦ 5-5 Minors GF
3♥ 3=1-4-5 GF
3♠ 1=3-4-5 GF
4♦, 4♥ Transfer ☐ Smolen ☐
Lebensohl (Fast denies)
Neg. Double ☐ ☐
Other: ☐

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ **MSS**

3NT ☐ to ☐
gambling

Conventional NT Openings

MAJOR OPENING
Expected Min. Length 4 5
1st/2nd ☐ ☐
3rd/4th ☐ ☐
RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☐
Conv. Raise: 2NT ☐ 3NT ☐ Splitter ☐
Other: Jacoby, Reverse Bergen Raises
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ to ☐
3NT: 13 to 15 3-cd
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: Kokish GT

MINOR OPENING
Expected Min. Length 4 3 **0-2** Conv.
1♣ ☐ ☐ ☐ ☐
1♦ ☐ ☐ ☐ ☐
RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☐
Forcing Raise: J/S in other minor ☐
Single raise ☐ **Other:** Inverted Minors
Frequently bypass 4+♦ ☐
1NT/1♣ 6 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other double js = splinter

DESCRIBE	RESPONSES/REBIDS
2♣ <u> </u> to <u> </u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	strong, ART 2nd Negative
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ Weak Jump Shifts: In Comp. <input type="checkbox"/> Not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Rd. <input type="checkbox"/> Game <input type="checkbox"/> Unusual vs Unusual	